NES-XU-USA

CAPCOM® USA

MEGA MAN® 3

INSTRUCTION MANUAL

Ⓣ

A special message from CAPCOM

Thank you for selecting the exciting and fun-filled **Mega Man 3.**® This is the latest edition in Capcom's library of Video Games. Following such hits as Mega Man, and Mega Man 2, **Mega Man 3**® continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Mega Man 3® features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Vice President
CAPCOM, U.S.A.

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Nintendo
Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®.

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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Mega Man 3 Game Pak in top operating condition.

SAFETY PRECAUTIONS

1. **Don't subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.**
2. **Don't touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective case.**
3. **Do not try to disassemble your Game Pak.**
4. **Don't let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.**
5. **For the best game play, sit 3 to 6 feet away from your television.**
6. **Pause for 10 to 20 minutes after 2 hours of continuous play. Doing this extends the performance of your Game Pak.**

GETTING STARTED

1. Insert the Mega Man 3 Game Pak into your Nintendo console and turn it on. The title screen appears.
2. At the title screen, press **Select** on your controller to choose a **Normal** game mode.
   Then press **Start**.
3. Now you can begin a new game, or use a password to continue a game you've played before.

   To begin a new game, move the marker to **Start**, then press **Start** on your controller.

   To continue a game with Password, see *Using Your Password* later in this manual.)
4. On the next screen, you're surrounded by mug shots of the 8 Robot Masters. Use the control pad to choose your opponent. Then press **Start** and get ready for action!
5. To end the game at any time, turn off your Nintendo console.

METAL ATTACK

"Calling Mega Man! Calling Mega Man! Come in please!

"Mega Man, we need you! We're down to the wire on our peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too... Yes... he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!

"You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that -- we must be getting static-- sounds like you said 'Woof!'

"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge. He's one lunatic guy!

"This is Dr. Light. Over and out!"

CONTROLLING MEGA MAN

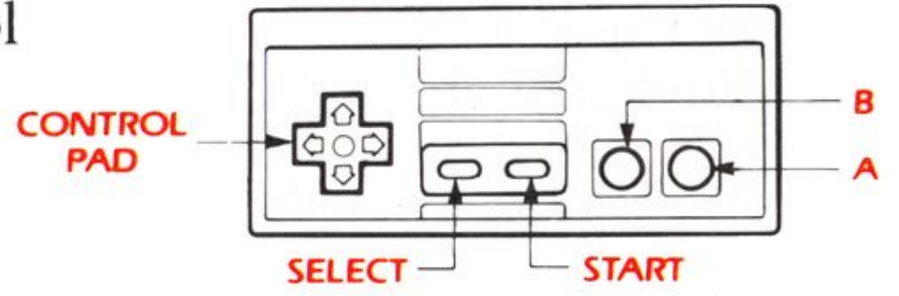
Move left or right — Press the control pad **LEFT** or **RIGHT.**

Climb up or down — Press the control pad **UP** or **DOWN**.

Jump — Press button **A**. Press the control pad while jumping to move left or right. The longer you hold down the button, the higher you'll jump.

Fire weapons — Press button **B**. Press buttons **A** and **B** together to fire while jumping. You can fire at any time, even while climbing.

Slide left or right — Press the control pad **DOWN** and**LEFT** or **RIGHT**, then press button **A**.



PLAYING THE GAME

Battle your way through a mad onslaught of crazed machinery. The Robot Masters pour on more insane weapons than you can believe! They clank, buzz, crawl, shoot, and blast from every direction. Explore every room and corridor. Climb every ladder. Dodge, slide, leap, and fire to blast your attackers or at least get away!

You start the round with 3 chances to make it through. Watch your Energy Meter at the top left corner of the screen. Your energy drains away as you take the crushing blows your foes dish out. Good thing you've got a steel noggin!

Pick up Energy Tanks, Energy Pellets, and Surprise Boxes to gain back energy and chances. When your energy runs out, you lose one chance and the round ends. If you have chances left, you'll start again.

Energy Tank

Surprise Box

Energy Pellet

cont.

PLAYING THE GAME (cont.)

Keep going! Destroy all the robot fiends in this level, and you'll face the diabolical Robot Master. His Energy Meter appears to the right of yours, so you can keep an eye on who's winning!

If you lose all your chances, the game ends. But if you demolish the Robot Master, you gain his weapons and capture the energy crystals from his world. Then you can take on the next maniac!

POWER UP!

Press **Start** at any time to see your Weapons Box. Then press the control pad in any direction to move the flasher. When the item you want is flashing, press **Start** again.

Arm Cannon - Choose this to fire Mega Man's arm cannon. The bar shows how much energy you have left.

Chances Left - Shows how many more chances you have to succeed.

Reserve Energy - Choose this to fill up the energy bars in all your weapons. Get more energy by picking up Energy Tanks during the fight.

Robot Masters' Weapons - As you defeat the Robot Masters, you gain their weapons and the bars stack up here. Choose the weapon you need for the counterattack and go to it! An Energy Bar for the weapon you're using appears to the left of your on the game screen.

Next - Choose this and press **Start** to see more Robot Masters' weapons. The next Weapons Box slides on screen. You can also get help from your MegaDog, Rush. Read on to find out how.

RUSH TO THE RESCUE!

Rush can change into mighty machines that get you through tough spots. When you see his Weapons Box, press the control pad up or down to choose one of his machines. Then press **Start** and you're back in battle!

RC- Rush turns into a springboard for high jumps.

RM - Rush's submarine keeps you alive underwater.

RJ - In Rush's jet, the sky's the limit.

Note: This box also shows the chances and energy you have left. Select **Next** to return to the first Weapons Box.

When you're back in battle, press button **B**. Rush drops to your side in the form you've chosen. Jump on him and get going!

- Jump on the springboard to bounce high.
- Use the control pad to maneuver the submarine and jet. Press button **A** to jump, and **B** to fire.

Rush has been sent to obedience school, so he disappears when you don't need him anymore.

USING YOUR PASSWORD

When you annihilate a Robot Master, you can see a secret password. Use the control pad to select **Password**, then press **Start**. (If you don't want to see the password, choose **Stage Select** and press **Start**. You'll return to the screen where you can choose another opponent.)
When the password appears, write it down or memorize it. The next time you play Mega Man 3, you can use it to continue the game from this exact point. Here's how:

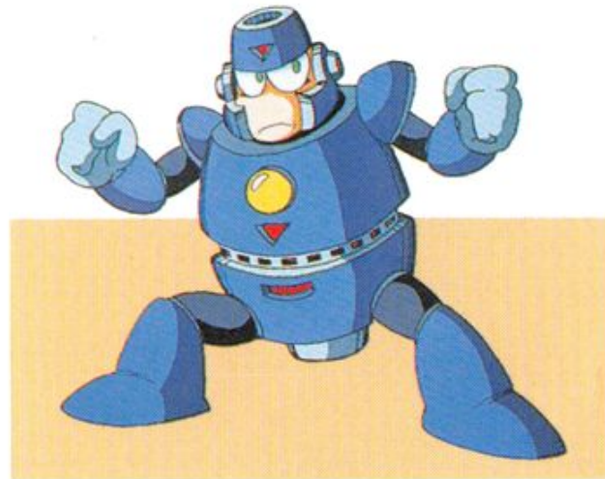
1. Choose **Password** from the beginning screen.
2. On the next screen, use the control pad to move the marker in the grid. Press button **A** on each space you need for your password. (If you mark a space by mistake, press button **B** to "unmark" it.) The box at the lower right shows how many spaces you need to mark.
3. When you're done, press **Start**. the last game you played will continue from the point where you saw the password.

ROBOT MASTERS

Magnet Man

Snake Man

Needle Man



Hard Man

ROBOT MASTERS

Top Man

Gemini Man

Spark Man

Shadow Man

NUT AND BOLTS FOR WINNING

- Fire past obstacles when you can to hit the enemy at long range.
- If you start falling, press the control pad UP-LEFT or UP-RIGHT. You might be able to save yourself.
- When Mega Man is damaged, he can't be hurt for a second or two. Use this time to get past tough spots.
- Figure out how your enemies' weapons can help you. Then go after the Robot Masters in the right order to get the weapons you need for the next battle.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

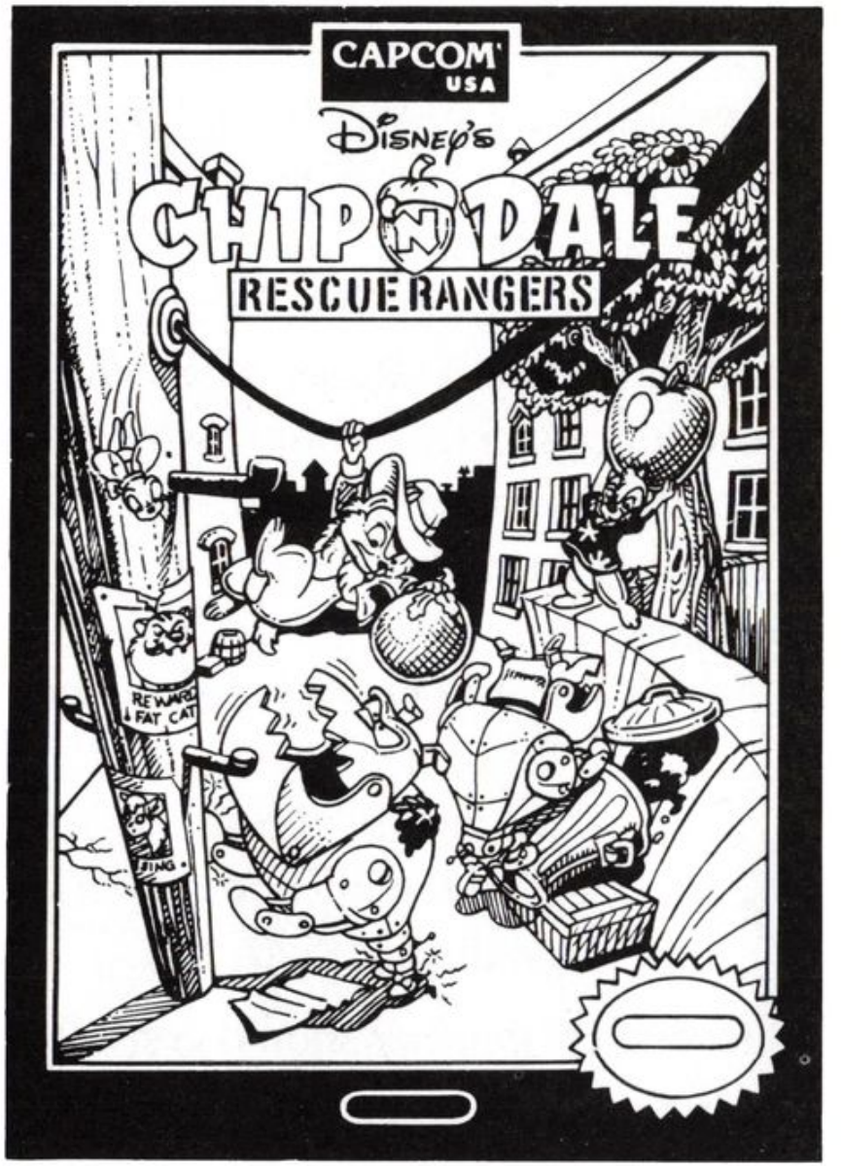
- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,

HANG TOUGH!
BE A RESCUE RANGER.

Join Chip 'n Dale Rescue Rangers to thwart the Fat Cat's evil attempt to take control of the city. Chip 'n Dale, those pint-sized, but courageous Disney Detectives, have received another call for help. The evil Fat Cat has kidnapped Gadget. Play Chip or Dale or both in this action-packed Disney adventure from Capcom.



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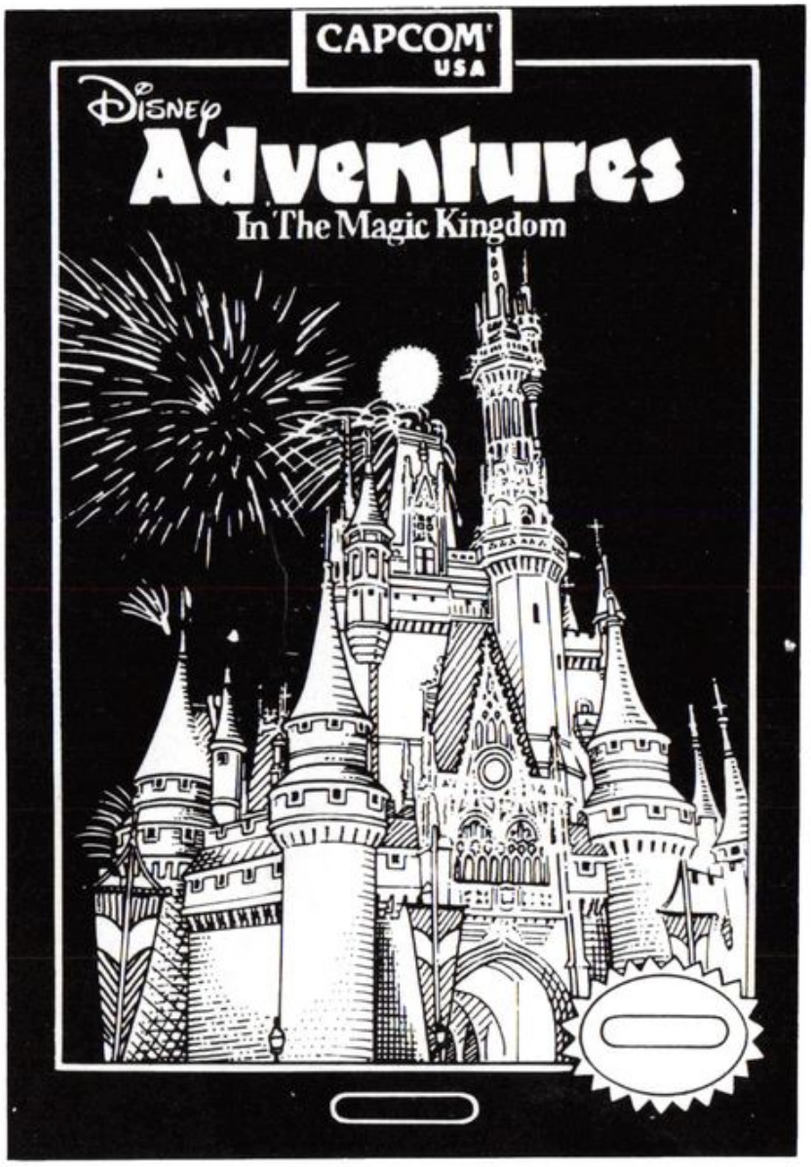
FAMILY FUN WITH ADVENTURES IN THE MAGIC KINGDOM.

Mickey Mouse, Donald Duck and Goofy need your help in locating six lost keys in the Enchanted Castle. Ride the most exciting attractions in the park: the Haunted Mansion, Pirates of the Caribbean, Space Mountain and more! You'll have the Magic Kingdom all to yourself in this family adventure.



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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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